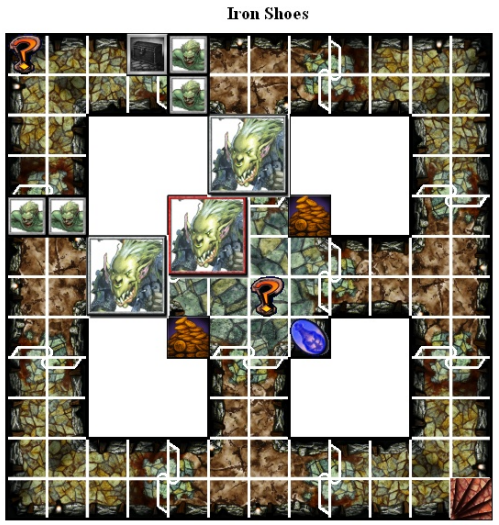

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Relics of Doom

By Elliot Smith

Scenario Background

In the Land of Aguyna the Dark God Sardares has sent down relics. These relics will make anyone who wears them vulnerable and likely to death. The relics have been guarded with high sercuity inside a Bone Temple in the Dust desert. Four Heroes of the Academy set out to destroy the relics inside the Temple itself at the Altar of Treachery.

Mission Goals

Bring the five Dark Relics to the Altar!
Find the Dark Relic Glass Armor!
Find theDark Relic The Black Ring!
Find the Dark Relic Lodestone!
Find the Dark Relic Boots of Iron!
Find the Dark Relic Sunder the Grave!

Important: The Heroes start with 6 Conquest Tokens and 300 coins!
They start in the room with the active Glyph.

When the Heroes retrieve one of the Dark Relics they have to wear until it is put on an Altar. Glass armour takes up two spaces on an altar the others take one square. If a Hero dies he keeps the Dark Relic and is reborn in town.

The? in the Green Man is the Green Man when the Heroes kill the two skeletons and Manticore he gives them the Green Glyph.

In the Graveyard the X is actually a ? but when trodden on the Heroes recieve the Sunder the Grave.
And all other ?'s in the Graveyard awaken as Skeletons and maximum two master skeletons. If they tread on any of the ?'s and the Sunder the Grave hasn't been retrieved the grave just dissapears and nothing happens.

When the Heroes open the door to exit the Graveyard the one who opens it falls off the edge and is put in the Iron Shoes area. Place him on the ? by the Master Ogre. The ? is a cage. The Master Ogre has the key and once he is killed the Hero is automatically set free. The Master Ogre wears the Boots of Iron and instead of it's normal ability it gives the Ogre an additional 3 speed. When he is killed the Heroes recieve the Iron Boots.

When the other Heroes jump off the edge they land on the other ? in Iron Booots or adjacent.

The Master Giant in the Arena is acually a Master Troll. The first Hero to pass the first X is pushed in the Large Pit.
The Large Pit is placed where the Four X's are in a square. The Kobolds press two buttons and Crushing walls shoot up.
Nothing can get out the Large Pit unless the lever is pulled on the otherside of the pit and the pit is raised to normal hieght and the Hero inside can walk out. Kobolds cannot do this. When the Troll is killed take off the Crushing walls.

When the Troll is killed he drops the Lodestone. This does not effect the Troll in any way.

In Black Chaos te Master Demon is actually a Master Chaos Beast. No matter what he attacks with he rolls and extra red dice because he holds the Black Ring. When the Chaos Beast is killed the Heroes recieve the ring.

The Master Dragon in Glass Scales has armour +3 because he has the Glass Armour when he is killed the Heroes recieve the armour.

The X's in the Altar's of the Bone Temple are actually Altars.

The two normal doors in Altar's of the Bone Temple cannot be opened until the first two Altar's are filled and once they are they open on theirown and cannot be shut.

The Green Man

A man glowing Green is here surronded bybeasts and a Manticore shreaks "The Altar's door will never be opened give me the Rune.

Graveyard

Graves are lined up neatly one of these must hide theSunder the Grave relic.

Read when the Relic is found:
The Graves remaining crumble and skeletons emerge from the depths.

Read when someone falls into the Iron Shoes:
Falling from the high cliff edge the Hero finds him or herself in a dark place. Three Ogres come and take the Hero away.

Iron Shoes

Read when the Master Ogre is killed:
The Ogre vanishes in black smoke and the Iron Boots are left omniously onthe floor.

The Arena

Two Kobolds grab a Hero and throuw him/ her into a large pit with a huge Troll holding in one hand an odd stone.
The other three Heroes step forward but the Kobolds outside the pit presed two buttons and spiked walls shoot up.

Read when the Troll is Killed:
The Troll stumbles back hitting a Kobold, the Kobold hits the two buttons and the Spiked Walls fall and the Troll dies with a crash.

Read when someone treads on the?:
The pit raise to normal level and the Hero runs out to the next door.

Black Chaos

A slug like creature is wearing a Black Ring it's dark powers have turned the beast stronger and it turns it's three eyes towards the Heroes.

Read when the Master Chaos Beast dies:

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The Ring spins clumsiliy onto the floor and the second last relic is the Heroes.

Glass Scales

A Dragon is lying behind six Hell Hounds and the the Glass Armour is with him.

Read when the Dragon dies:
The Armour slides off and the passage to the Altar's is ahead.

Altar's of the Bone Temple

An empty silence holds the air.

Read once the two Alrtar's are filled:
The doors to the locked chamber bang open and the last Altar is in sight along with an army lead by a Dargon. The last relic must get to it's Altar or Sardares will triumph.

Read once all the Altar's are filled:
A black stream shoots up from the Altar and then turns tail and shoots into the ground back to hell. The Relics and Sardares are defeated.

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